Amendments to the Claims

This listing of claims will replace all prior versions and listings of claims in the application.

Claim Listing

1.   (Cancelled)

2.   (Cancelled)

3.   (Previously Presented) The system of claim 38 wherein the computer network is selected from a group consisting of: a global computer network, a local area network, and a wide area network.

4.   (Previously Presented) The system of claim 35 wherein said audio/visual device subsystem is selected from a group consisting of a digital versatile disk system, a digital video cassette recorder, an audio presentation device and a television.

5.   (Previously Presented) The system of claim 35 wherein the rendering circuit decompresses said content prior to presentation.

6.   (Previously Presented) The system of claim 35 wherein the rendering circuit formats said content prior to presentation.

7.   (Previously Presented) The system of claim 35 wherein the emulation circuit further packetizes said content for distribution to a home network system.

8. (Cancelled)

9. (Previously Presented) The system of claim 38 further comprising a memory for storing content retrieved from said computer network on said audio/visual system.

10. (Previously Presented) The system of claim 38 wherein the emulation circuit transcodes information retrieved from said computer network.

11. (Cancelled)

12. (Previously Presented) The system of claim 35 further comprising a remote control, said remote control to issue a control signal that is converted by said audio/visual system to a network command for retrieving said content.

13. (Previously Presented) The system of claim 35 wherein said audio/visual system is coupled to a network comprising a plurality of audio/visual apparatuses, and said emulation circuit retrieving said content from one of said plurality of audio/visual apparatuses.

14. (Previously Presented) The system of claim 38 wherein the emulation circuit further includes stored instruction sequences to control data flow through the audio/visual system based on at least one of the following parameters: at least one parameter of said computer network, at least one parameter of a target device in said computer network, an output display requirement of said audio/visual system, a data type of said content and a data characteristic of said content.

15.   (Previously Presented) The system of claim 14 wherein said at least one parameter of said target device is one or more of the following: a bandwidth of said target device, and a storage size of said target device.

16.   (Previously Presented) The system of claim 14 wherein the emulation circuit further includes stored instruction sequences to control data flow through the audio/visual system by providing a handshake protocol based on said at least one parameter, to optimize data flow.

17.   (Cancelled)

18.   (Cancelled)

19.   (Previously Presented) The method of claim 41 wherein the computer network is selected from a group consisting of: a global computer network, a local area network, and a wide area network.

20.   (Previously Presented) The method of claim 40 wherein said player device is selected from a group consisting of a digital versatile disk system, a digital video cassette recorder, an audio presentation device and a television.

21.   (Previously Presented) The method of claim 40 further comprising decompressing said content prior to presentation of said content.

22.   (Previously Presented) The method of claim 40 further comprising formatting said content prior to presentation of said content.

23. (Previously Presented) The method of claim 40 further comprising packetizing said content for distribution to a home network system.

24. (Cancelled)

25. (Previously Presented) The method of claim 41 further comprising storing content retrieved from said computer network in a memory device residing on said player device.

26. (Previously Presented) The method of claim 41 further comprising transcoding said content retrieved from said computer network.

27. (Cancelled)

28. (Previously Presented) The method of claim 40 further comprising receiving a control signal from a remote control, said control signal being converted by said player device to a network command for retrieving said content.

29. (Cancelled)

30. (Previously Presented) The method of claim 41 further comprising controlling data flow in said player device, based on at least one of the following parameters: at least one parameter of said computer network, at least one parameter of a target device in said computer network, an output display requirement of said audio/visual system, a data type of said content and a data characteristic of said content.

31.   (Previously Presented) The method of claim 30 wherein said at least one parameter of said target device is one or more of the following: a bandwidth of said target device, and a storage size of said target device.

32.   (Original)   The method of claim 30, wherein controlling data flow further comprises providing a handshake protocol based on said at least one parameter, to optimize data flow.

33.   (Cancelled)

34.   (Cancelled)

35.   (Currently Amended) An audio/visual system comprising:
        a. an audio/visual device subsystem;
        b. a user interface facilitating operation of the device subsystem and selection of content;
        c. a rendering circuit facilitating presentation of selected content on the audio/visual system in a digital format native to the audio/visual system; and
        d. an emulation circuit facilitating the receipt of a content selection via the user interface, determining if the content resides on the device subsystem in the digital native format and, if not, obtaining the content from another source in a format other than the digital native format, converting the content into the digital native format and providing [[it]] the converted content to the rendering circuit for presentation, the emulation circuit thereby presenting facilitating the rendering of the received content [[to]] by the rendering circuit as if the content was retrieved from the device subsystem in the digital native format.

36.   (Previously Presented) The system of claim 35 wherein the audio/visual system further comprises a drive.

37.   (Previously Presented) The system of claim 35 wherein the another source is a computer.

38.   (Previously Presented) The system of claim 37 wherein the computer is connected to the audio/visual system via a computer network.

39.   (Previously Presented) The system of claim 37 wherein the computer is directly connected to the audio/visual system.

40.   (Previously Presented) A method of facilitating selection and display of media content on a player device comprising a device subsystem for presenting media content in a digital format native to the player device including a user interface adapted to operate the device and facilitating selection of content thereon, the method comprising the steps of:

    a. receiving a content selection via the user interface and determining if the content is accessible via the device subsystem in the digital native format;

    b. if so, reading the content from the device subsystem and rendering the content for presentation in the digital native format;

    c. if not, obtaining the content from another source in a format other than the digital native format, converting the content into the digital native format, ~~and~~ rendering the content as though read from the device subsystem of the player device in the digital native format, <u>thus facilitating the display of the content on the player device</u>.

41.   (Previously Presented) The method of claim 40 wherein the content is obtained from another source via a computer network.

42.   (Previously Presented) The method of claim 41 further comprising transmitting the content retrieved from said network to a computer for remote storage.